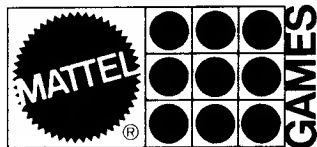
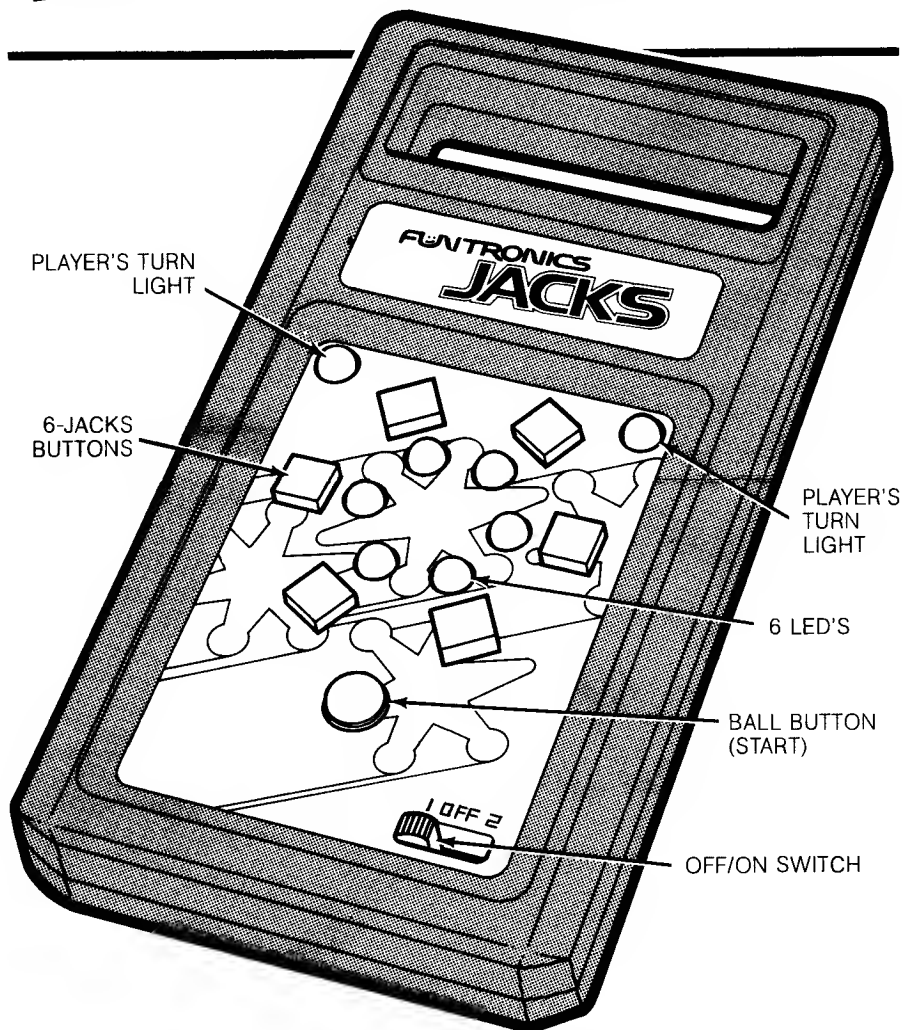


FUNTRONICS JACKS™



1603-0920

INSTRUCTIONS



OBJECT OF THE GAME

Be first to "catch" all the jacks, and you'll beat your opponent. Or play by yourself and see if you can make it to twelve-sies without missing a jack!

GETTING READY TO PLAY

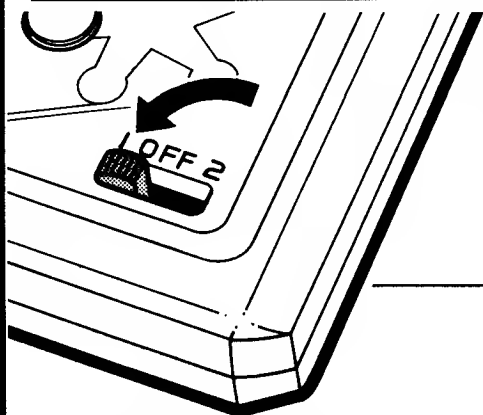
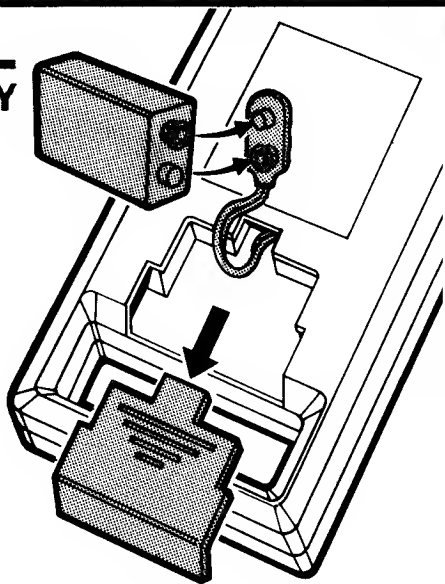
Insert battery by sliding open the back cover of the game. Attach one 9-volt battery to connector. Replace cover. Alkaline battery recommended for longer playing time.

TO REMOVE BATTERY:

Place the blade of a small screwdriver between the battery posts, then pry up gently. **Important:** Do not pull the plastic wire connector to loosen it.

BATTERY REPLACEMENT:

Do not pull off the plastic connector. Use screwdriver, pry up gently. Avoid battery leakage. Don't leave screwdriver in contact with terminals more than a few seconds.

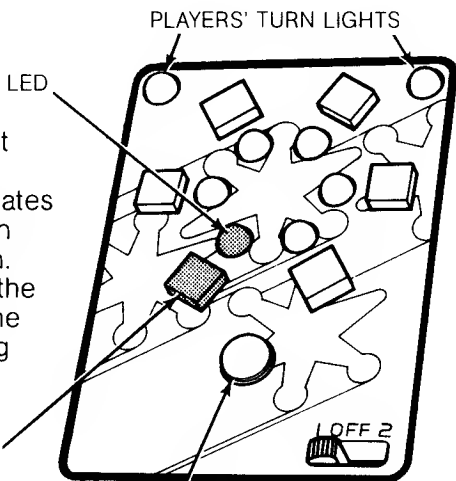


HOW TO PLAY

1 Start the game by moving the OFF switch to Position 1. Blinking lights and beeps signal the beginning of the game. Player 1 starts with one-sies.

2 Press the ball button and hold it down. A beep will announce the round. The number of beeps indicates the number of jacks to "pick up" in that round. Release the ball button. Quick! See a light pop on? Press the nearest jacks button then press the ball button again, **before** the rising and falling tone ends. Now try two-sies.

JACKS BUTTON

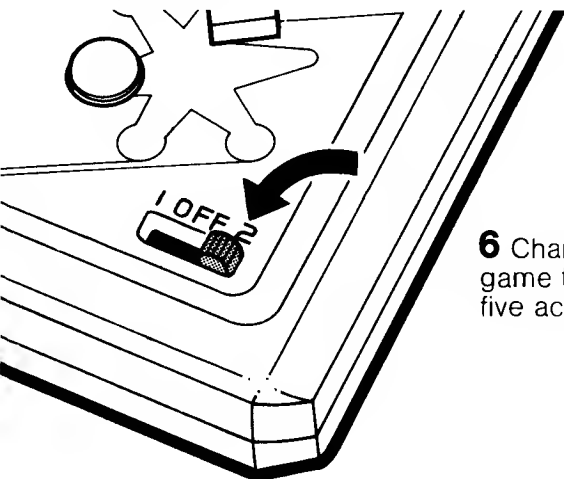


BALL BUTTON

3 If you miss a jack, hear a buzz and the game goes to the other player. See light in upper right corner. If your opponent misses, it is your turn again, and the game automatically starts where you left off.

4 Play each round by pressing the ball button, the jacks keys, then press the ball button again. The number of jacks to "pick up" increases by one, each round. When someone wins, the lights will blink and there will be a victory tune.

5 To start a new game on Position 1, press the ball button. The speed automatically increases after each game, with a total of five speeds. As the speed increases, there is less time to "pick up" the jacks. Players must hit the jacks buttons faster and faster. To play the next game at the original speed, just turn switch off, then back on again.



6 Change to Position 2 and play a game to twelve-sies, with another five accelerating game speeds.

TAKE CARE OF YOUR GAME

Treat **JACKS™** with care. Don't drop it or get it wet or dirty.

IMPORTANT INFORMATION

If lights appear to be dim or malfunctioning, this is the first sign of battery wear. A fresh battery should solve the problem. We recommend using a 9-volt Alkaline battery.

Be sure to try FUNTRONICS™ **RED LIGHT GREEN LIGHT™**, the two player electronic race game. Sold separately.

90 DAY LIMITED WARRANTY

Mattel Toys warrants to the original consumer purchaser of any of its Electronic Toys that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During the 90-day warranty period the product will either be repaired or it will be replaced with a reconditioned model of equivalent quality (at our option) without charge to the purchaser when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, CA 90250.

Units returned without proof of the date-of-purchase, or units returned after the 90-day warranty period has expired, will either be repaired, or replaced with a reconditioned model of equivalent quality (at our option), for a service charge of \$10.00. Payment must be made by check or money order. This out-of-warranty service will only be available for one year from the date of purchase. All out-of-warranty units must be returned postage prepaid and insured to Mattel Electronics Repair Center.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, unreasonable use, neglect, unauthorized service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC TOY DURING AND AFTER THE 90-DAY WARRANTY PERIOD.

During the 90-Day Warranty Period, you may have a defective toy replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the arrangements described below.

1. Pack the product carefully in the original box. If the box is not available, use a good carton with plenty of newspaper or other padding all around and tie it securely.
2. Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250. Also don't forget to show your return address.
3. Put parcel post stamps on the package; insure the package; then mail.

After the 90-Day Warranty Period and up to one year from the date-of-purchase, do all of the above plus enclose your check or money order for \$10.00 as payment for the repair service.